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Title: Pass of Seasons

Author: S'real Minion

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The Pass  
of the Seasons

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A black book with the  
Symbol of Chaos in the  
center of a pentagram on  
cover.

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The Second Circle of  
Rituals within the great  
Kabala Arcana Necronus  
resides ritual 'Pass of  
the Seasons.' One of  
many rites that were  
lost with the fall of the  
Golden Age of Stygia.

And so, with the blessing  
of my lord Anton  
Veneficus, shall the ritual  
be reincarnated within  
these texts.

History:

The only recorded history  
of the great Ritual  
speaks briefly of the  
concept. As I have taken  
these words, adapted with  
my knowledge, and  
studied tangent Rituals I

have been able to  
complete this rite.  
Recovered from the ruins  
of the Dark Tower,  
before its rebirth were  
torn pages of the first  
carnation of the Ritual.  
It read: "Whenever a

season changes, all  
members of the Ebon  
Skull will offer sacrifices

to the Deity corresponding to that seasons. The priests will place gifts in an alter in the Shrine of Chaos."

Apparent as this is only a summary it provides enough information to adapt the Ritual from its origin.

#### Ingredients:

After hours of study and discouragment I finally come to a conclusion for the required necessities of the ritual.

All members of the Ebon Skull within the realm must be attending. It will be held at the Shrine of Chaos on the turn of the day on ever season. Each member must have at mimimum of one one gift to offer to the Deities.

The ritual will need precisely four priestss, representing each season present. They will place the gifts within the Shrine of Chaos.

#### Reagents:

Blackmoor

Deadwood

Fertile Dirt

Vial of Blood

Ah... indeed the reagents. The components vital in which brings the very liveness of magic. Thus, have I suttied theis one a great deal. Many weeks pondering in my studies of the precise reagents needed for this Ritual. I have worked with every reagent alchemically and logically. Many tests and view points from tangent Rituals did I finally conclude this section. I

chose the selected Reagents above for only they seemed compatible. All in which were reagents of the past. Before the fall of Stygia as the Golden Age once thrived, lived dedicated necromancers. All used only but their modern day reagents to perform thier Rituals, and this Ritual still beholds energy from it's origin in the Golden Age. Thus, the only compatiable reagents for this Ritual are they apparently the exact ones they used in the Age of Stygia, alas I had to discover this tradition all over again. Yet, hopefully this will be vital to the necromancers who still work to restore the great Kabala Arcana Necronus.

Blackmoor: The Reagent for Power, used by many necromancers before the new birth of the Mandrake Root. It beholds the energy of all things in power. Though I did test the magics of the Ritual with mandrake, it seemed to fall inferior to Blackmoor, due to its exotic origin. Perhaps only the great necromancers of Stygia will understand it's distinct difference.

The Ritual needs to draw power from the Blackmoor giving it the ability to connect with the Deities of the Seaons.

Deadwood: The necromantic ritual of binding. Like blackmoor this reagent is historical and used very little in this day due to it's younger brothers. Spiders Sil apparently has been used to replace Deadwood in many spells

and Rituals to this day.

Yet, this Ritual is one  
that will not work with  
just spiders silk.

Deadwood is the reagent  
of preservation and  
binding. Needed to bind  
the gifts on the Alter as  
one with the Shrine of  
Chaos, thus sacrificing it  
all to the Grat Deities.

Fertile Dirt: Another  
historic reagent that was  
used for protection.

Despite the new common  
uses of garlic, Fertile  
Dirt will suffice only for  
this Ritual. When the  
priests begin the Ritual  
at the turn of the  
seasons, they will endure  
power not even the  
greatest wizard or  
necromancer could handle.

Thus, with the presence  
of Fertile Dirt shall the  
caster be protected. The  
caster will injure much  
power, even beyond the  
protection of fertile dirt,  
but the price is more  
deadly without this  
ingrediant.

Vial of Blood:

At last, the final  
ingrediant for the Ritual.  
Blood is the essence of  
life. Like the other  
reagents it is one of  
great historical use and  
has a brother 'Blood  
Moss' to replace it.

Despite the greatness of  
Blood Moss, this Ritual is  
useless without this final  
ingrediant. For the Ritual  
is 'Pass of the Seasons'  
which the seasons are  
the very essence that  
brings life. Things born in  
the Spring, they live and  
grow in the Summer,  
decay in the Fall, then  
die in the Winter. With  
the Circle of Life being  
the cery essence of the

Ritual's origin, the Vial of Blood is imperitive. One Britannian year consists of exactly four seasons. Our modern day astronomers study day and night to find the cause of these seasons, but they do know it's of something to do with our world's location.

Though, in my studie, the true essence of the Seasons are the true emblem of life. The Deities left the seasons behind to remember the greatness of their reign. You will need four vials of blood to mark the four seasons in this Ritual. The blood must be from the residue of a Paladin or a fighter for the Virtues slayed the casters hand. The corpse will be a sacrifice for the Ritual.

#### The Ritual:

With all the components and all the exhaustion in studies, the Ritual is complete.

Upon the day of the First Season, the Order of the Ebon Skull and all its members will be at the Chaos Shrine. Upon sunrise shall the Ritual begin. The four priests will stand around the Shrine placing all the gifts in the center. Each of the priests represent one of the seasons: Spring, Summer Fall and Winter. Then the priest of Winter will be the spellcaster. The spellcaster will be standing directly in front of the Shrine. He will check to see if all the

items are placed.

-End-

Izrem's copy notes:

-The Ritual alludes to some great power to be gained by the completion of this ritual. However, no mention is made of exactly what this is.

Given the inclusion of the deaths of paladins and the use of necromantic abilities, it can be assumed that the powers garnered from this ritual are dangerous to those not of the Order of the Ebon Skull, or at least of necromantic capacity.

However, it is feasible the the spell could be altered for use by

"Lightbringers".

-Furthermore, the second book speaks of the arrival of either Oblivion or Entropy if the ritual succeeds. Non-Ebon Skull members will need to discover a way to change this as well.

-Some of the reagents listed within are of near impossibility to find in this era. new reagents may need to be researched for use of this ritual.

Final note: These copy comments take into account the information in the second book as well.